

PL 1  
1660

PL 2  
17860

PL 3  
310

MIDWAY

# Kick Man™

The Fun and  
Challenging  
1 or 2 Player  
Full Color  
Video Game  
Featuring the  
Famous Fido™ MAN™



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## MIDWAY

# Kick-man™

**The fun and  
challenging  
1 or 2 Player  
Full Color Video  
Game.**

### **An amusing treat...**

Players will get a kick out of Kick-man...the high-sampling video recreation with colorful and special features, including musical sounds, that are sure to attract new and steady play-action.

### **A fun contest...**

The action involves Kick-man, a clown acrobat who perches a unicycle back and forth across the stage in an attempt to burst or catch different color balloons and other objects for score.

The player controls the movements and must position the clown in line with the randomly falling balloons, the PAC-MAN or monsters. The clown can also kick a missed balloon or object back up in the air for another chance. Should any balloon or object be missed and hit the stage floor, the Kick-man clown will fall off of his unicycle and another unicycle will continue play. The player has three chances before the game is over.



### **The rack advances...**

The game proceeds through many rack phases, depending upon the player's skill. In the first rack, which is made up of 16 falling balloons, the player moves and positions the Kick-man clown under each of the randomly falling balloons and tries to burst them with the pin in his hat for score.



### **Controlling the Kick-man...**

The game control panel consists of two 'Kick' buttons and a rolling ball. The unicycle moves back and forth as the player spins the ball in the direction required, to position the clown directly under the falling object. The faster the ball is spun, the faster the clown moves on his unicycle. A press of the 'Kick' button activates the clown's feet to kick the balloon or object back up, giving the player another chance to get under before it hits the ground.

### **Before play begins...**

After pressing the 1 or 2 player start button for game credits, the first screen display tells the player that he can get directions on the object of Kick-man and how the game works by pressing the 'Kick' button. Each time the player hits the 'Kick' button, additional information is displayed.



### **Catching a full stack...**

From the second rack on, there are 24 balloons, and depending upon the specific rack, PAC-MAN creatures and monsters. The object is to catch a stack of 3 balloons on the clown's head. As the full stack is reached, the clown places the balloons and tallies up the score.



### **The PAC-MAN plays...**

Four of the famous PAC-MAN creatures got into the game to help the player increase his score. When PAC-MAN descends and is caught, he gobbles up all of the balloons for immediate score and stays on the Kick-man clown's head taking the place of a balloon and requiring fewer balloons to be caught in order to count score.



1 point

2 points

3 points

10 points

#### Point score values...

The balloons and the objects fall or drop at different speeds, and score is rated by the different color of balloons and the rate of fall.

Blue balloons fall the fastest

Red balloons fall at medium rate.

Yellow balloons fall the slowest

#### The rack identifiers...

Balloons and monsters displayed on the balconies to the left indicate the rack of play.



#### The PAC-MAN bonus scores...

The PAC-MAN will appear four times in the second rack, three times in the third rack, and two times in the fourth and every succeeding rack. The first PAC-MAN caught gives the player 200 bonus points. The second PAC-MAN is worth 400 bonus points, the third PAC-MAN is worth 800 bonus points, and the fourth PAC-MAN is good for 1600 bonus points. If the player collects all four PAC-MAN creatures and clears the entire rack, he earns an extra 1600 bonus points.

#### The challenge rack...

Balloons are tossed from the balconies and the Kick-man attempts to catch them on his head. Bombs are also tossed but must be avoided. The player is not penalized when Kick-man misses a balloon, but the challenge rack ends. All that is lost are the balloons collected.



#### Kick-man is available in 3 Midway models...

	Height	Width	Depth
Standard Arcade	79" (201cm)	25" (64cm)	31" (79cm)
Mini-Myte™	56" (147cm)	20" (50cm)	24" (60cm)
Cocktail Table	39" (99cm)	20" (50cm)	22" (55cm)

## Operator Assistance... Right Up Front!

*Highway's pioneering electronic development—way ahead of its time—provides a completely new diagnostic package that's easy to use with just the flick of a switch inside the cash box door.*



MIDWAY  
**Kickman**™



**Self-Diagnostic**—With the Self-Test switch in the "ON" position, the "DiT" switch is actuated. The game will go into the Self-Test mode. First a cross hatch pattern will appear, next a series of color bands will show on the monitor followed by full monitor screens of single colors. If ROM or RAM are malfunctioning, the screen will give a verbatim message as to which parts are faulty.



**Sounds**—During this test, the game will display the screen shown above. In this category, each of the game's separate sounds can be checked individually in any order or all sounds can be checked in sequence.

### The Self-Tied Knot

SELECT DESIRED TEST

- 1 SELF DIAGNOSTICS
- 2 SOUNDS
- 3 PLAYER INPUT
- 4 BOOKKEEPING
- 5 MACHINE SETUP
- 6 CHANNEL TEST
- 7 PRESET
- 8 GRID DISPLAY

POSITION CURSOR BY USING  
1 AND 2 PLAYER BUTTONS  
HIT KICK BUTTON FOR TEST

Follow the instructions indicated in the Self Test menu to conduct the test desired.



**Player Input**—This test enables the operator to check each of the player operated controls including the coin switches. A game sound is heard as each switch or device is tested to indicate operable condition.

Complete detailed information is contained in the Midway Kick-man technical manual.



**Bookkeeping**—This test, shown above, provides the operator with valuable information regarding the game play. With the selection of "TIME REPORT" and "SCORE REPORT", detailed breakdowns of game times and scores may be obtained.



**Hookline Setup**—In this set-up the screen displays the way the game was set at the factory. However, the operator can change these options to suit his needs.

**Channel Test**—During this test, the game will automatically check its sound system starting with Channel 1 through Channel 8.



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